

-8-

REMARKS

The Director is authorized to charge any fee deficiency required by this paper or credit any overpayment to Deposit Account No. 23-1123.

Respectfully submitted,

WESTMAN, CHAMPLIN & KELLY, P.A.

By: 

Robert M. Angus, Reg. No. 24,383  
Suite 1600 - International Centre  
900 Second Avenue South  
Minneapolis, Minnesota 55402-3319  
Phone: (612) 334-3222 Fax: (612) 334-3312

RMA:tas

MARKED-UP VERSION OF REPLACEMENT CLAIMS

1. (Amended) A process for creating on a graphic computer interface ~~(1)~~—three-dimensional animated graphical images representing scenes with objects ~~(8,9)~~—and/or characters; the graphical images having been designed by a designer-operator to be animated interactively, in real time, by the users for whom they are intended,

the process comprising the following steps:

- ~~T~~he step of selecting ~~(2, 3, 4)~~—from libraries of objects ~~(1b, 7)~~—and/or of characters, at least one object ~~(8, 9)~~ and/or one character,

- ~~T~~he step of displaying the object and/or character on the graphic interface ~~(1, 1a)~~,

- ~~T~~he step of selecting ~~(2, 3, 4)~~—the behaviour of an object ~~(8)~~ and/or a character from behaviour libraries ~~(1b, 12, 1e—13)~~; the behaviours reacting in whole or in part interactively, in real time, to efforts on the part of the users intervening by means of an operating control, ~~notably a keyboard, for example, the explosive behaviour (1e, 13) of a first object can be linked to the movement of a second object, passing close by the first object, activated by the user by means of the operating control,~~

- ~~T~~he step of assigning the selected behaviour to an object ~~(8)~~—or a character appearing on the graphic interface ~~(1, 1a)~~,

- ~~T~~he step of assembling ~~(17a, 17b, 23a, 23b)~~—on a graphic interface ~~(1, 1d)~~, according to the sequences and the tree structures of an interactive animated script in the course of being designed, visual elements ~~(15, 16)~~—symbolizing the relevant objects and/or characters involved with the animated scene as well as the behaviours ~~(14, 23)~~—that are attributed to them,

-10-

in such a manner that it is possible to display the various sequences and the tree structures of the interactive animated script as it is in the process of being designed.

2. (Amended) A process ~~as mentioned in~~ of Claim 1, further comprising, in addition, the following steps:

- tThe step of creating series of behaviours, ~~notably the explosion (13) of one object (8)~~ may be linked in a series to the movement of another object ~~(9) passing close by (22)~~ in the scene represented on the graphic interface ~~(1, 1a)~~,

in such a manner that is possible to generate sequential modules of sequenced object and/or character comportments, which can in turn be reassembled into other modules and then into more complex interactive animated scripts.

3. (Amended) A process, ~~as mentioned in either of Claims 1 or 2,~~ further comprising, in addition, the following step:

- tThe step of selecting ~~(2, 3, 4)~~, in the library of camera perspectives ~~(10)~~, the perspective of the camera projecting the three-dimensional scene 7.

4. (Amended) A system for creating ~~(1)~~ three-dimensional graphical images representing scenes ~~(1a)~~ with objects ~~(8, 9)~~ and/or characters on a graphic interface; the graphical images being designed by a designer-operator in order to be animated interactively, in real time, by the users for which they were intended; the graphic interface ~~(1)~~ being associated with a calculating device ~~(2)~~ and a command unit ~~(3, 4)~~;

the calculating devices ~~(2)~~ and command units ~~(3, 4)~~ comprising a first means of calculation and a first means of command

- For selecting at least one object ~~(8, 9)~~ and/or character from the object libraries ~~(7)~~, and

-11-

- Ffor displaying ~~(1a)~~ the object ~~(8, 9)~~ and/or character on the graphic interface ~~(1)~~,

the calculating devices ~~(2)~~ and command units ~~(3, 4)~~ comprising, in addition, a second calculating device and a second command device

- Ffor selecting from the behaviour libraries ~~(12)~~ the behaviour of an object ~~(8, 9)~~ and/or character, ~~for example, an explosive behaviour (13) or a movement (21, 22), and~~

- Ffor assigning ~~(15, 14, 18)~~ ~~(16, 23, 24)~~ to an object ~~(8, 9)~~ or character appearing on the graphic interface ~~(1, 1a)~~ the selected behaviour ~~(13, 22)~~;

the behaviours reacting in whole or part interactively, in real time, to efforts on the part of the users intervening by means of an operating control, notably a keyboard;

~~for example, the explosive behaviour (1e, 13) of a first object may be linked to the movement of a second object, passing close by the first object, activated by the user by means of the operating control;~~

the calculating devices ~~(2)~~ and command units ~~(3, 4)~~ comprising, in addition, activation devices for activating on the graphic interface ~~(1)~~ one or more areas ~~(1d)~~ on which the designer-operator assembles visual elements symbolising the objects ~~(15, 16)~~ and/or characters involved with the animated scene as well as the behaviours ~~(14, 19)~~ ~~(23, 24)~~ that are assigned to them, according to the sequences and the tree structures of an interactive animated script in the process of being designed,

such that it is possible to display the various sequences and tree structures of the script as it is in the process of being designed.

5. (Amended) A system as ~~mentioned in~~ claim 4, such that the calculating devices ~~(2)~~ and command units ~~(3, 4)~~ comprise, in

-12-

addition:

- a third calculating device and a third command device for selecting, in the libraries of camera perspectives—(10), the camera perspective projecting the three-dimensional scene.

6. (Amended) A system as mentioned in either of ~~C~~ claims 4 or 5, such that the calculating devices (2) and command unit (3, 4) comprise, in addition:

- a fourth calculating device and a fourth command device for creating series of behaviours, notably, the explosion (13) of one object (8) while another object (9) is passing close by (22) in the scene represented (1a) on the graphic interface (1a)

in such a manner that the system allows modules of sequenced object and/or character behaviours to be generated, which can be reassembled into other modules, and then into more complex animated scripts.